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RUBEN FARRUS

GAME DESIGNER

Creative · Communicative · Proactive

EXPERIENCE

MINORITY MEDIA INC.

May 2011 to present
Montreal, QC, Canada

Design Director

- Overseeing all the projects of the studio

EIDOS / SQUARE-ENIX

July 2010 to May 2011
Montreal, QC, Canada

Game Designer

- Worked on *Thief 4*

RELENTLESS SOFTWARE

March 2009 to July 2010
Brighton, UK

Game Designer

- Created all the content of *Blue Toad Murder Files*, a casual, family-oriented murder mystery game for PSN (72 puzzles and 18 quizzes)
- Evaluated focus and usability tests and implemented achievable solutions for the issues detected

ELECTRONIC ARTS

Summer 2008
Montreal, QC, Canada

Game Designer Intern

- Developed two playable prototypes for an unannounced AAA IP for PS3/ Xbox 360, and pitched multiple original ideas for the Concept Team

CODEGLUE

Summer 2007
Rotterdam, Holland

Gameplay Programmer Intern

- Programmed core gameplay elements (single-player modes, weapons, power-ups, HUD) for *Rocket Riot*, an XBLA action game published by THQ

EDUCATION

2007–08
Montreal, QC, Canada

Master's in Game Design

Université de Montréal / Campus Ubisoft

2001–06
Barcelona, Spain

Computer Science & Multimedia

Universitat Ramon Llull

SKILLS

TECHNICAL

- Prototyping: Unity, UnrealEd, Virtools, Processing
- Programming: C++, C#/XNA, Java, Javascript
- Art: 3ds Max, Photoshop

INTERPERSONAL

- Team player with a positive can-do attitude
- Adaptable to strict time and resource constraints

LANGUAGE

- Fluent written and spoken English and French
- Native Spanish and Catalan

OTHER

- Permanent Resident in Canada